

----- ST REPORT INTERNATIONAL ONLINE MAGAZINE -----
"The Original 16/32bit Online Magazine"
from
STR Publishing
"

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Voice: 904-783-3319 10 AM - 4 PM EST

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> 07/17/92 STR 829 "The Original * Independent * Online Magazine!"
"

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ST REPORT INTERNATIONAL ONLINE MAGAZINE
The Original * Independent * Online Magazine
-* FEATURING WEEKLY *-

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> From the Editor's Desk "Saying it like it is!"

The editorial is rather short this week because I am pressed for time. I'll be at the Blue Ridge Atari Fest this weekend. I hope to meet you'all there. Let me take a moment though, to thank all of you who have sent Gifts of Time to STReport's account on GENIE {ST-REPORT}. Its with heart felt thanks I say this. It gives us the enthusiasm to continue. See you at the show.

Next week's issue will have an overview of the Blue Ridge Festival.

Ralph @ STReport International Online Magazine

THE STORM IS COMING!

STReport's Staff

DEDICATED TO SERVING YOU!

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NEST..... 90:19/350.0

GEnie..... ST-REPORT

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Issue #29

Compiled by: Lloyd E. Pulley, Sr.

-- Apple and Microsoft Join Forces

Apple Computer Inc. and Microsoft Corp. have formed a new alliance that they say will strengthen their ties in the name of technology. Microsoft has agreed to develop software for Apple's next-generation Macintosh, due on the market in a few years, a machine to be powered by "PowerPC" chips Apple is jointly developed with IBM. Reports also say that Apple and Microsoft also will link a Microsoft software technology to the Macintosh.

The two companies also will work together to incorporate Apple's QuickDraw GX in future versions of Microsoft programs for the Mac. The programs will have more powerful printing features, including new imaging and typographic-quality text.

The new deal calls for customers with both Microsoft Windows-equipped computers and Macintoshes to be able to access a broad range of databases supported by the Apple technology. A database is a program that stores pieces of information, such as customer accounts.

Both Apple and Microsoft said the agreement has no impact on the copyright lawsuit. Apple brought a \$5.5 billion suit against Microsoft and Hewlett-Packard Co. in 1988, accusing them of producing software that infringed on copyrights for the way information is presented and controlled on the Mac. Last May, a federal judge dismissed a portion of the case, ruling that nearly all of Apple's display symbols were not protected under copyright laws.

-- Compaq Struggles To Meet Demand For New Prolinea

Compaq Computer Corporation says it is struggling to keep up with the demand for its new line of low-priced personal computers. The Prolinea is a low-end desktop family with a starting price of \$899 without a monitor. Prolinea systems are available with hard drives from 40 MB to 120 MB, and comes with DOS 5.0 installed. Compaq said it can build Prolinea units at the rate of one about every 60 seconds. Compaq expects to eliminate the backlog by August.

-- Apple to Bundle Microlytics Encyclopedia with Macs

Apple Computer announced today it will start bundling Microlytics Inc.'s electronic Random House Encyclopedia with Macintoshes. The special offer is good only on computers shipped for the higher education market.

-- Seagate and Quantum to Share Patents

On CompuServe

compiled by Joe Mirando

From the Atari Productivity forum.

Well folks, we all know someone who has done it. People leaving the ST platform for the MS-DOS world, while not something that any of us want to hear, is a fact of life for whatever reason. But those who make the switch often forsake any data that they've built up on their previous machine and either start back at the beginning or attempt to re-enter the information manually.

John S Saia 'fesses up:

"I admit it....I 've jumped ship....to a 486/33 machine...but, I need a bit of help in transferring files (on floppies) from wordwriterST and from Pha\$ar to my IBM compatible....can someone help me out....otherwise I'm doomed to retyping stuff for what seems like the rest of my life. Thanks!"

Albert Dayes of Atari Advantage magazine offers advise:

"Word Writer is easy just save the files to ascii and then format a 720K floppy on your 486 and then copy the ST ascii files to it. The Pha\$ar I don't know if it has an ascii export ... if you don't have too much data you can retype everything. (GRIN)"

Of course, if you don't want to type in all of that information, or dread the thought of learning new programs that do what the old ones did, Darek Mihocka of Branch Always Software, offers another possibility:

"John, you may be interested in the Gemulator Atari ST emulator. It will allow you to keep running Phasar and Word Writer ST on your PC without reformatting any disks or other drastic measures."

- Darek

Sysop Bob Retelle adds a bit of personal experience:

"John, as long as the programs you're using on the PC are compatible with the ST files you already have, you should have no problem moving them to the PC on floppies.. The ST and PC use virtually identical floppy disk formats, so as Albert mentioned, just format the disks on your PC and copy your ST files onto them directly from the ST. I move stuff back and forth between my ST and PCs all the time..!"

BobR

Richard Gunter joins in with more information:

John:

"You've already heard from folks concerning your word processor documents. Nearly every word processor I've ever seen or heard of has either a save-to-ASCII or a print-to-disk function. The former will strip the document of all format controls and special effects embedded in it, saving only the text itself. Usually each line will end with a CR/LF sequence, and paragraphs with two (the double return).

The print-to-disk function will usually do the line and page formatting, including white space (margins on all four sides), but you'll lose all the special effects (bold, italics, underline, etc.).

Also, some word processors have provisions to import or convert other formats into their own. In this case, special effects are not lost, although some manual editing may be needed to get everything to print exactly the way you want it. Unfortunately, it's unlikely that any IBM word processor will recognize an ST-only format, so you're probably stuck with save-to-ASCII as the least of evils.

As to Pha\$ar, I'm afraid you're out of luck. There is no export feature in that program (I have 4.0, which I think is the last to be produced). The only solution I can think of is a utility that will intercept an attempt to print and redirect the output to a disk file. At least that way, you'd be able to list transactions and perhaps massage the file to the point that you can import to another program. As always, the CodeHeads have a solution: the print spooler on their Utilities disk allows you to direct the output to a file.

Remaining possibility is to get some enterprising and quick-working ST programmer to build a converter program that can reformat the Pha\$ar register file into an ASCII layout. The original file has a lot of binary data in it, and I don't believe the authors ever published any information on the format, so it would take a little detective work. It's sad, but Pha\$ar's data file is in a closed form."

Richard G.

Have you ever known that a certain operation can be done on your computer but had no idea of how to do it? I have found that it's usually the simple things that "everybody else" seems to take for granted that elude us.

Ed Martin asks:

"Does anyone know a way to call upon the Print Screen item in the Desktop Options menu while running an application? Or failing, that do you know of any good PD screen dump accessories? I often surprise myself and produce a pleasing piece of graphics I would like to preserve for posterity, but I can't print the screen. Thanks in advance for any help provided."

... Ed

Sysop Bob Retelle answers:

"Ed, to do what it sounds like you want to do, try pressing the ALT and HELP keys together to produce a screen dump to your printer... Depending on your printer type, you might have to use the Printer Setup menu of the Control Panel ACCessory to set the line width properly.. the ST defaults to a wider line than most Epson compatible printers. I use a little AUTO folder program that sets the width automatically every time I boot up the computer so I don't have to remember to do it before I want to print something..."

BobR

With humor, Ed replies:

"Ah! Light dawns! It's good to have ALternate sources of HELP such as yourself on tap. Thanks."

... Ed

Or, even worse, have you ever done the screen dump only to find that it just doesn't look right? That the black and white picture that looks like art on the screen is just a collection of dots with no esthetic value when put on paper? Sysop Ron Luks adds:

"There's an excellent screen snapshot utility that installs as an accessory and saves the screen as a Degas format file. You could then print out the degas file with another utility. I think the filename is SCRNSHOT.xxx or something like that."

Ron

Meanwhile, back at the Atari Vendors Forum, Beth Jane Freeman tells Charles F. Johnson of CodeHead Software:

"I've been trying out Warp 9 some more. I think it doesn't work with a program called GER2EN19.PRG. Once the program loads, the computer crashes. I've also noticed that you get multiple cursors and cursors that freeze on one part of the screen in Flash, but it is most prevalent when I'm talking to an IBM computer. It doesn't seem to be happening here. The program is greased lightning. It speeds up most everything I've got and it doesn't do funny things to the control panel (earlier version, not the CPX one), as Quick ST used to. It also doesn't adversely affect Degas Elite."

---Beth---

Charles replies:

"Yes, I'm aware of the problem with GER2ENG (the German - to - English translator). That program breaks a _ton_ of programming rules, and that's why it's incompatible with Warp 9. You can use the WARP9.DAT file to automatically disable Warp 9 when you run that program. Hmm...I've never seen the multiple cursor problem in Flash, but then I never call IBM boards. (Are you using ANSI mode?) I'll have a look at it. Thanks for the compliments on Warp 9!"

Ms. Freeman adds:

"I guess that's one quick and dirty program. I've got the Warp Control Panel on my hard drive, and I select it when I boot my computer. I've been using your desk manager program, but I've been looking at the competition. Seems your competitors programs are even bigger than yours. I'm just going to have to get more RAM for my ST, and while they have it open, I'll have your TEC board installed, too. I think it will save labour costs that way."

---Beth--

-

If you use Calamus or another program that uses vector graphics fonts, you may have noticed that they take up a lot of disk space. Wouldn't it be nice if there was a way of making them smaller and still being able to use them? Keith Bulmer had hoped that it was possible when he posted:

"Hi, can anyone help, i have been asked by a friend who uses Calamus 1.09N if it is possible to compress .CFN files and still use them, possibly with one of the many executable file packers like DCSquish etc. With over 8 meg of Fonts he is beginning to run out of HD space..."

Many Thanks Keith.

Unfortunately, it was not to be, as Nathan Potechin of ISD marketing explains:

"Sorry Keith. The answer is NO. If you squish them, they will no longer be recognizable by Calamus. I might add that when you compress a Calamus CFN, you will be lucky to get 2% compression as these vector graphics are very tight to begin with. Hope this helps."

Nathan @ ISD

Keith comes up with the same, unfortunate (but effective) solution that computer users have been employing for years:

"Thanks Nathan, it looks they will have to increase HD size or just clear some of the old junk from it...."

Thanks for the help anyway.

Keith

Well, that's about all we have the space for this week folks. Check out PEOPLE...ARE TALKING every week for info on all of those questions you always hoped someone else would ask.

> CT FEST! STR SHOW NEWS
"*****"

Connecticut AtariFest Update

DO YOU HAVE WHAT IT TAKES TO BE A CHAMPION?

~~~~~  
The Time: August 15 and 16, 9 a.m. to 6 p.m.  
The Place: Sheraton Hotel at Bradley International Airport  
Windsor Locks, CT (Just north of Hartford on I-91)  
The Event: The Northeast's Biggest Lynx Tournament This Summer!  
~~~~~

HARTFORD, Conn.
(July 16, 1992)

Connecticut AtariFest '92 is excited to announce its First Annual Lynx Tournament. The Tournament features the latest ComLynx-able games, your favorite classics and yet-to-be released titles. Games will be played among all contestants with Lynxes connected via ComLynx.

Loads of prizes will be given away during both days of the Tournament. Novices shouldn't feel intimidated; prizes will be awarded for both skillful play and dumb luck.

Atari will also set up individual Lynxes enabling players to playtest new games in a noncompetitive setting. Lynxes, games and accessories will be available for purchase. Area retailers are invited to sponsor a "Champion" who will receive a free one-day pass to the show.

Participating retailers will share in the resulting publicity. Lynx players are invited to get their local dealer to name them store "Champion" for the show. Dealers should contact organizers below about their designated entry.

In addition to Lynx contests, Connecticut AtariFest '92 will feature exhibits of the latest in computer hardware and software by Atari and third-party developers, state of the industry reports, seminars designed to help you get the most out of your gear and imaginative applications created by folks just like you. Admission to the show is \$5.00 for one day; \$8.00 for both days.

Lynxes and games will be supplied by Atari. Contestants are asked not to bring their own equipment. It will not be allowed on the exhibit floor.

For more information about the Lynx Tournament or other Connecticut AtariFest '92 programs, contact:

all domestic Atari products. In addition to its continued support, many of the support areas have added the following features:

- =+= A message bulletin board for users to discuss their products.
- =+= A description and history of the Atari Product.
- =+= List of Frequently Asked Questions (FAQ List).
- =+= Product-Specific Programming Forums, moderated by a resident professional programmer.
- =+= Tips, tricks, summaries, reviews on products for each platform.
- =+= Published articles, re-printed with permission.
- =+= A file area providing information for obtaining files from the large Atari Archives at the University of Michigan.
- =+= Latest online magazine for that particular platform.
- =+= A directory of users of the desired platform.

A support board has been set up for the following platforms:
8 bit computers, 16/32-bit computers, Portfolio, and the Lynx.

In addition to the above list, the 16/32-bit support area features a Midi Application Forum, and the Lynx area features a text file known as "The Best and Worst Games of 1991," a High Score board, and its own voting booth.

o Voting Booth

Another new feature is the SIG's voting booth. On a regular basis the SIG will be taking polls on serious and not-so-serious items on developments at Atari Corp, Atari products, or on SIG related items. In addition to our polls, users will have the option to submit and suggest their own topics to vote on.

o Atari Library

This menu has been established to house a variety of reference material and "history" of Atari and the SIG. First off, there's a menu-selection called the "Information Base". In this menu a user can find information like Atari Corp's world-wide addresses, user group information, Bulletin Board phone numbers, Atari Computer Dealers, Manufacturers' addresses, Important Compuserve user addresses, and much more.

Next, there's a "Miscellaneous Information" section which features documentation, tutorials, "How-to" projects, and game solutions.

The library also contains a "time capsule" of old posts, news

items, and questions and answers posted on the SIG. Furthermore, there's an online magazine area grouped by title, The Atari SIG newsletter, an Atari SIG Log of SIG events, and an area called the "Newsroom" where the newsletter will be published.

o Real-Time Conferencing Available

The Atari SIG has sponsored real-time conferences using Free-net's local chat (IRC) system. We're always interested in providing a forum for guest speakers or developers to discuss their products online. Interested parties should contact the SIG at the address below:

How To Access the Cleveland Free-Net

Internet/Telnet:

Telnet to one of the following nodes:

freenet-in-b.cwru.edu (or 129.22.8.75)
freenet-in-c.cwru.edu (or 129.22.8.76)
freenet-in-a.cwru.edu (or 129.22.8.82)

Telephone dial-up via modem:

(216) 368-3888
8-n-1 300/1200/2400/9600 (V32/42 bis) bps

Joining the Cleveland Free-Net

Once connected for the first time, one should select option 2 for "unregistered" or guest access. Next, you'll be asked if you want to complete an application to get your own personalized user id. Simply follow the directions for obtaining an account.

After completing the preliminary application one may visit the SIG by typing "Go Atari" at the "Your Command ==>" prompt.

Contacting the Atari SIG

The Atari SIG is interested hearing from all Atarians. Please contact the SIG through one of the following lines of communication:

Internet:

xx004@po.cwru.edu

BITNET:

xx004%po.cwru.edu@cunyvnm

Compuserve:

INTERNET:xx004@po.cwru.edu

U.S. Mail:

The Atari SIG
P.O. Box 364
Mentor, OH 44061
U.S.A.

IMPORTANT NOTICE!
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STReport International Online Magazine is available every week in the ST Advantage on DELPHI. STReport readers are invited to join DELPHI and become a part of the friendly community of Atari enthusiasts there.

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:IMPORTANT ANNOUNCEMENT:

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DELPHI- It's getting better all the time!

> FALCON REVEALED STR InfoFile ATARI ADVANTAGE TO TELL ALL!
"*****"

o	ATARI ADVANTAGE ANNOUNCES COMPLETE FALCON COVERAGE! "*****"	o
o	ATARI ADVANTAGE is proud to announce the first North American hands-on preview of Atari's hot	o
o	new '030 computer -- THE FALCON.	o
o	Complete Falcon coverage in the June/July issue of ATARI ADVANTAGE features over 10 devoted pages, including	o
o	uncensored, up-close photographs that give you the first look at Atari's new entry level marvel.	o
o	Detailed explanations on Digital Signal Processing, video capabilities, and many other Falcon facets take you into	o
o	the architecture and clarify all rumors. We will also unravel the mystery of true color, stereo digital sound,	o
o	how RAM sizes work, and other Falcon features which has everyone else guessing.	o
o	Don't have a subscription yet? If you'd like to get your hands on this issue before it has sold out, you can do so	o
o	by purchasing the June/July of ATARI ADVANTAGE from your local dealer or directly from us. To reserve your	o
o	personal copy, please fill out the form below.	o
o	Order your subscription today so you can be assured of getting this issue (which is sure to be a collector's	o
o	edition) and future exciting issues covering the latest developments in the world of Atari.	o
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I have never found ST Report to be biased against any one on-line service. He seems to report about all of them equally.

I know people here in GENie constantly bring up his "agenda" constantly, but frankly, it seems only a small handful of people know his "agenda." I've been a regular here for over a year and he's certainly opinionated but I don't see any harmful "agenda" unless there's something I don't know about (blowing up Sunnyvale?).

Yes, Ralph certainly has a mouth and it seems to make waves, but I completely disagree with removing his free access to GENie. People here are completely free to read this newsletter, which provides an alternative news service to Atari's own Explorer Online and GENie Lamp, and interpret it any way they may. There's a lot of work put into that newsletter, whether it's rough stuff or not, including transcripts of conferences, product reviews and community news. If that isn't of value to GENie's Atari community, I don't know what is.

OK, there's a lot of rocking the boat from Ralph and his club. You may not be depriving him of his freedom of speech, but you are putting him on unequal footing with other newsletters by charging him for any access to GENie. It seems you are making him "pay for speaking his mind." Whether you agree or not, he has his right to say what he wants, but the service is unquestionably there.

I don't know what the politics is behind this action but it seems pretty suspicious to me. I don't belong to any organization and I don't walk with any newsletter editors. But I don't walk around the Atari world with blinders either. It appears someone is trying to put the squeeze on Ralph for saying things they don't like. No, I don't know if this is true, but this whole thing reeks of sneaky manipulation.

I do not plan on joining the topic discussing this act yet. But I want to make it clear I do not support this tact. It is clearly a charge against Ralph's freedom of speech to publish his newsletter. It is unfair and unethical.

I plan on downloading STR only on Delphi in the future, where my download charge won't go into the pockets of GENie and Atari. I plan on making this recommendation to others as well. I will also give Ralph a donation of the Gift of Time -- not because I think he's a wonderful human being -- but because GENie and Atari have violated his basic rights.

This letter will be uploaded to the GENie BBS and other on-line services by the end of the week.

Drew Reid Kerr

Editor Note:

Drew Reid Kerr is not affiliated with STReport International Online Magazine in any manner. Now that that's been said, I must point out there are a few misinterpretations of the actual situation in Mr. Kerr's missive.

First, I'd like to point out the difference between GENie and the ST RT. While GENie is the service, the ST RT is where the problem has arisen, not with GENie in any way shape or form. Additionally, it becomes completely understandable why the powers that be at GENie have abided by

You cannot reject the computer software industry's attempted piracy of YOUR legal rights in the handling of your computer software, while at the same time avoiding committing piracy yourself, unless you understand the basic applicable laws. Please note that the following quiz goes somewhat beyond these basic legal principles; hence the knowledge which is required to answer many of these questions does not fit the "basic" description.

Answer "YES" or "NO," based upon your understanding of these laws. Although several of these questions have not been specifically addressed in the courts, the answers (which are given following the list of questions) reflect a highly probable decision if the question were to reach the courts. Answer as many of the questions that you can (or that you can even understand!) before looking up the answers. Good luck!

___ (01) Do you violate the copyright law by making a backup copy of a copy-protected program, even though the software publisher furnishes a second (pseudo-backup) copy labeled "archival" or "backup"?

___ (02) Do you violate the copyright law by having (as opposed to using simultaneously) more than a single backup copy of one program on hand?

___ (03) Do you violate the copyright law by using a backup copy which you have made instead of using the purchased copy, even though the purchased copy has not been damaged?

___ (04) Do you violate the copyright law by paying someone else to make a backup copy FOR you, rather than making it yourself?

___ (05) You have purchased a single copy of a copy-protected program. In order to make a backup copy, it is necessary to alter the scheme of copy-protection. However, this alteration cannot be detected while using the program; apart from the "invisible" altered copy-protection, the backup copy is identical with the original copy from which it was prepared. Do you violate the copyright law by transferring this backup copy along with the original copy?

___ (06) You are licensing the use of a computer program and the license agreement forbids you from adapting and/or modifying the program in any manner. Can you be successfully prosecuted for violating the license agreement if you choose to disregard this prohibition?

___ (07) A school loads a copy of a computer program which it owns onto a network for distribution to ten computers for use by ten students in its computer classroom. Is the school guilty of violating the copyright law?

___ (08) You are licensing the use of a program and the license agreement forbids you from using the software on more than one CPU (central processing unit) at a time. Can you be successfully prosecuted for violating the license agreement if you disregard this restriction?

___ (09) You are licensing the use of a program and the license agreement forbids you from lending it. Can you be successfully prosecuted for violating the license agreement if you lend this program to a friend, without charge?

___ (10) Do you violate the copyright law by lending to a friend, without charge, the original copy of a computer program to which you own the

title?

___ (11) Do you violate the copyright law by copying a single purchased program to hard disks on several computers within a business establishment?

___ (12) If you purchase the title to a computer program and the package contains two otherwise-identical disks, one of which is labeled "archival" or "backup," do you violate the copyright law by using both disks at the same time on separate computers?

___ (13) You are licensing the use of a copy-protected computer program. Two copies of the program are supplied by the publisher, one of which is labeled "archival." The license agreement forbids the simultaneous use of both copies on separate computers. Can you be successfully prosecuted for violating the agreement if you fail to heed this prohibition?

___ (14) If you purchase the title to a computer program and the package contains two otherwise identical disks, one of which is labeled "archival" (or "backup"), do you violate the copyright law by selling the archival (or backup) disk while retaining ownership of the other disk?

___ (15) Do you violate the copyright law by possessing a copy of a computer program when you do not rightfully possess the original from which the copy was prepared?

___ (16) You are licensing the use of a program and the license agreement forbids you from making more than two backup copies of the software. Can you be successfully prosecuted for violation of the license agreement if you make three backup copies?

___ (17) You are licensing the use of a program and the license agreement forbids you from making more than two backup copies of the software. Are you guilty of copyright infringement if you make three backup copies?

___ (18) You are licensing the use of a program and the license agreement forbids you from creating a derivative work based upon the program. Can you be successfully prosecuted for violation of the license agreement if you disregard this prohibition?

___ (19) You are licensing the use of a program and the license agreement forbids you from creating a derivative work based upon the program. Do you violate the copyright law if you disregard this prohibition?

___ (20) You agree with a software publisher, in writing, that you will place a copyright notice on the disk label of a backup copy which you make of the program. Do you violate ANY law (i.e., either breach the agreement or infringe the copyright) by failing to do so?

___ (21) You purchase a computer program and find, after you open the package, that there is a plain, sealed envelope containing the program disk. There is also, printed on a separate sheet among the various papers enclosed with the program, a license agreement containing a clause that prohibits you from selling it. The document of agreement states that the software publisher is retaining the title to the software. Can you be successfully prosecuted for violating the license agreement if you sell the program?

___ (22) You are licensing the use of a computer program and are provided with a 5 1/4" disk and a 3 1/2" disk, both of which contain the same

program. The license agreement states that you cannot use these two disks simultaneously on different computers. Can you be successfully prosecuted for violating the license agreement if you fail to obey this restriction?

___ (23) You purchase a computer program which is recorded on both a 5-1/4" disk and a 3-1/2" disk that are contained in a plain, sealed envelope inside the software package. You are not able to use the 3-1/2" disk and therefore give it to a friend. Impatient to use the program, you do not open the instruction manual before you load the program from the 5-1/4" disk into your computer. Later, during the use of this program, you decide to look up in the manual some point about the operation of the program. Upon opening the manual, you find a license agreement inside, which prohibits you from using both disks simultaneously on separate computers. Have you violated ANY law by giving away the 3-1/2" disk?

___ (24) You purchase the title to an upgrade of a computer program but are not required to exchange the earlier version for the upgraded version. Do you violate ANY law if you sell the earlier version, for which you no longer have any use?

___ (25) You work for a newspaper and are preparing to write an article about a particular computer program. Your friend, who is licensing the use of a copy of this program, makes a copy and gives it to you for your use in preparing this article. The license agreement restricts the use of the program to one CPU at a time. Is either of you guilty of violating ANY law?

___ (26) You are licensing the use of a program and the license agreement prohibits you from disassembling the program source code. Do you violate ANY law if you fail to heed this prohibition?

___ (27) You are licensing the use of a computer program and the license agreement prohibits you from exporting the software to a country to which the United States bans such exports. Can you be successfully prosecuted for violation of the agreement if you export the software?

___ (28) Do you violate the copyright law by renting a computer program to which you own the title?

___ (29) You have received a free copy of a copyrighted program over an electronic bulletin board. The operator of the bulletin board has been given permission by the copyright owner to distribute the program in this manner. You are also warned in an accompanying notice that you are not permitted to sell this copy. Do you violate ANY law by selling the program against the wishes of the copyright owner?

___ (30) Do you violate the copyright law by making a backup copy of an unprotected (i.e., not copy-protected) program and lending it to a friend, without charge, while retaining but not using the original copy as long as your friend is in possession of the borrowed backup copy?

___ (31) You are licensing the use of a computer program and the license agreement contains a clause which states that you must destroy a backup copy that you have made if you sell the program. Do you violate ANY law if you sell the program and transfer, along with the original copy, an exact copy which you made for backup purposes?

The "Section" numbers referred to in these answers refer to the applicable portions of the copyright laws.

(01) NO:

Your right to make backup copies of a program under Section 117 is not affected by the presence of copy-protection nor by the number of copies of the program which you own.

(02) NO:

Paragraph (2) of Section 117 contains the phrase: "all archival copies are destroyed." The closing paragraph of Section 117 contains the phrase: "the copy from which such copies were prepared." The CONTU report that provides the intent of this statute also contains the phrase: "and to prepare archival copies of it." Since you are permitted to make more than one backup copy, it follows that you may have more than one copy on hand at one time.

(03) NO:

The intent of Section 117 of the copyright law is to protect the purchased copy of the program from damage by mechanical or electrical failure. This is most easily accomplished by the day-to-day use of a backup copy in place of the purchased copy.

(04) NO:

The opening sentence of Section 117 contains the phrase: "to make or authorize the making of."

(05) NO:

Since a program that is "altered" by modifying or removing the scheme of copy-protection cannot be distinguished in its operation from the original program from which it was prepared, it contains all of the information about the content of the copyrighted material. Hence it may be transferred along with the original copy; in accordance with the transfer provision of Section 117, it is an "exact" copy of the program.

(06) NO:

The adaptation and/or modification of a copyrighted work belongs within the exclusive province of the federal copyright law and cannot be restricted within an agreement.

(07) YES:

Since the simultaneous use of unauthorized copies in an educational setting negatively impacts the market for the program, it violates the doctrine of "fair use."

(08) NO:

In order to use a single program on several computers simultaneously, you must make copies (either permanent or temporary, via a network) of that program. Since the making and/or use of copies is regulated under the copyright law, such conduct cannot be restricted within a license agreement.

(09) YES:

Section 109(d) permits the one who owns the title to a program to control its transfer by means of an agreement.

(10) NO:

Section 109(a) permits the one who owns the title to a computer program to transfer it without the permission of the copyright owner. Section

109(b)(1)(A) does not prohibit the one who owns the title from lending the program without charge; rather, it forbids the lending of software for the purpose of direct or indirect commercial advantage.

(11) YES:

A hard disk copy is equivalent to a backup copy which is used as a working copy in place of the original copy. Thus using a single program simultaneously from several hard disks is equivalent to the simultaneous use of backup copies. This is forbidden by the doctrine of "fair use" in Section 107, due to the negative impact upon the market for the program.

(12) NO:

Since you rightfully own two copies of the program, you do not violate the copyright law by using these copies as you see fit, despite the labeling by the software publisher of one of the copies as "archival" or "backup."

(13) YES:

Since you do not own the title to the program, you must obey any restrictions imposed by the title owner upon the use of publisher-furnished copies of the program.

(14) NO:

Section 109(a) permits the title owner to transfer either disk, without regard to its labeling.

(15) NO:

Mere possession of an "orphaned" copy does not violate the copyright law, since its intended use may qualify for a "fair use" exception. If there is no "fair use" exception, the purchased original from which the copy was prepared may have been destroyed, in which case the use of the orphaned copy does not violate the copyright law.

(16) NO:

Since the making of backup copies is regulated under the copyright law, this conduct cannot be restricted within a license agreement. Since Section 117 does not limit the number of backup copies which can be made, you are not guilty of copyright infringement if you make more than a single backup copy.

(17) NO:

Section 117 places no limit upon the number of backup copies which can be made.

(18) NO:

The creation of a derivative work is regulated under the copyright law and cannot be restricted within a license agreement.

(19) YES:

Under Section 106, the copyright owner has the exclusive right to create a derivative work.

(20) NO:

Since matters involving the copyright notice are regulated under the copyright law, your failure to heed a copyright notice requirement imposed by the software publisher cannot be prosecuted as a violation of the agreement. Since you may make backup copies, free from any requirement to add anything to whatever copyright notice might exist on the original copy, you do not violate the copyright law by failing to supplement the copyright notice that exists on the original copy.

(21) NO:

Since you were able to access the program disk without being aware of the existence of a license agreement, the execution of the agreement is defective. Therefore you have purchased the title to the program, even though the so-called "license agreement" states that the software publisher is retaining the title. Thus you are free to sell the program without his permission, in accordance with the provisions of Section 109(a).

(22) YES:

Since you do not own the software, you are bound to obey and use restrictions which are imposed upon you by the one who owns the title.

(23) NO:

You own the title to the software since you were able to gain access to the program without being aware of the existence of both a license agreement and the fact that the software publisher is retaining the title. Any so-called "license agreement" which appears only in the instruction manual and is not referenced before you can gain access to the program disk is not a valid document of agreement. Hence you are free to transfer either one or both of the disks without permission from the copyright owner.

(24) NO:

Since you are not licensing the use of the program, Section 109(a) permits you to sell EITHER version of the program without the permission of the copyright owner.

(25) NO:

Since the making and/or use of copies is regulated under the copyright law, this conduct cannot be restricted within a license agreement. You are not guilty of violating the copyright law, since the copyright law permits the use of an unauthorized copy for journalistic use under the doctrine of "fair use."

(26) NO:

Disassembly of a program may be required as one step in creating a derivative work, which is conduct that is regulated under the copyright law. Hence disassembly cannot be prohibited within a license agreement. Yet the mere act of disassembling a computer program does not, in itself, constitute the creation of a derivative work. Hence you may do so without violating the copyright law.

(27) NO:

The export of software is regulated under federal law. Hence it cannot be prohibited within a license agreement.

(28) YES:

Section 109(b)(1)(A) prohibits the rental of software, whether or not you own the title to it.

(29) NO:

You have acquired the title to the software, by virtue of the method which you have obtained it. Section 109(a) permits the one who owns the title to a computer program to sell it without the permission of the copyright owner.

(30) YES:

Section 117 requires that any backup copy that is transferred must

accompany the original copy from which it was prepared.

(31) NO:

The transfer of backup copies is regulated under the copyright law and cannot be restricted within an agreement. You are not guilty of copyright infringement, since Section 117 permits any exact copies to be transferred along with the original from which they were prepared.

Read all about it in "THE COPYRIGHT GAME, ETC.--A Strategic Guide for the Computer Software User," by Albert Silverman. ISBN 0-9527435-1-8. 330 pages in nominal 8-1/2"x11" format, softbound with an attractive cover.

What is the purpose of this book? Replacing the legal Mumbo-Jumbo with plain English, it provides an all-inclusive, detailed, and impartial explanation of the computer software copyright laws, using past court cases for clarification of obscure language in the written letter of the law. Since there is NO commercially-generated distortion, it is likely that you will find some surprises; i.e., which run contrary to the industry's self-serving "interpretation" of the law. Thoroughly debunked is the industry's attempt to pirate your legal rights by the use of a phoney "licensing strategy." Included is a detailed and entertaining analysis of several leading Software License Agreements. In summary, you are provided with sufficient and accurate information (i.e., the legal FACTS) to permit you to handle your computer software in the manner intended by the U.S. Congress, while safely ignoring those industry perversions of the law which seek to gain for it an unfair advantage--at YOUR expense.

Exposed in great detail is the outrageous software industry piracy of the legal rights of unsophisticated software users (directed by unconcerned educational administrators) within the California public schools. For the first time ever, this well-hidden scheme has been unearthed (with supporting and incriminating documentation from my extensive research into the inner educational sanctum) and is being made public. Although this ongoing effort is particularly well-organized in California, the premier "computer state," it blankets the entire nation, leaving no educational level uncovered.

The disastrous result of this exceptionally cozy relationship between the computer software industry and the California Department of Education is explained. If you are at all concerned about the way in which this illicit educational-commercial "partnership" affects the integrity of computer education in your public schools and drains away your tax money to line the software industry's pockets with unwarranted profits, this book is essential reading.

What will NOT be found in this book? Since its sole purpose is to ensure that you understand precisely what conduct is required for your (simultaneous) compliance with federal copyright law and state licensing law, there are no sermons about your "moral" or "ethical" obligations. That is, it is only your hard and fast LEGAL obligations which are addressed. The industry's "moral suasion" is most often an attempt to get the software user to obey the law; i.e., it is a substitute for the economically-unfeasible prosecution of small-scale violations of the copyright law. On the other hand, there may also be a piratical attempt to make an end-run around the law. That is, when there is NO ground for legal action against the software user, the industry may seek to gain its own way, either by shaming the user with claims of immoral and/or unethical conduct or by the use of a phoney (and ususally coercive) "license." This

Senior Editor of ST Report

A few posts that I found interesting in my travels around Genie. Most are related to computers and/or the ST, some are not.

From the Atari ST RoundTable -

Category 18, Topic 2

Message 17 Wed Jul 15, 1992

A.FASOLDT [Al Fasoldt] at 00:31 EDT

Long message alert!

All:

Here's a copy of a letter I wrote to a friend of mine on GENie after he said he wanted to abandon the ST after many years of ownership.

I am sorry to hear about your decision to abandon the ST. I am tempted to try to dissuade you, but instead I'd like to tell you about my own disillusionment over the ST and Atari in general and what became of it.

About a year ago, I'd finally reached the bottom of my willingness to wait for Atari. I was sick of reading about and hearing about all the new and wonderful things that were going on in the other camps -- the PC and Mac. By the end of 1991, I'd made up my mind. I was switching to my PC, and leaving my ST for the occasional fun program and game, or maybe for running a BBS.

So I got smart. Instead of moving to Windows, which I already knew would not satisfy an ST user, I bought GeoWorks.

Now GeoWorks is amazing. There's no doubt about it. It can make any PC run rings around Windows. It multitasks with any PC, even the oldest and slowest model. If there were any single graphical interface that makes a PC behave like a computer should behave, it would have to be GeoWorks.

As you know, for a decade or more I have used Ataris professionally. I did all my writing on them -- first, an 800XL, then a 130XE, then a 576K 130XE, then a 520ST, then a 1040ST, then a 4-meg 1040ST, and now a 4-meg, 16-mHz 1040ST. I used them for many other purposes, too. I did that because I like them; I like the way they respond. I guess they would be the sports cars of the PC world. I like sports cars.

I got deep into GeoWorks. I wrote a long documentation for GeoWrite, the wonderful GeoWorks word processor -- you know, the same sort of thing I did for Flash, a "Secrets of ..." text. I love GeoWorks and all its many modules. It's wonderful.

But within a few months I found myself writing again on my ST. I found myself organizing my next book on my ST. I found myself learning new ST programs, enjoying them, looking for others, hoping to find some of the software I would have liked to have had on the PC.

I'd like to say, "Then a funny thing happened on my way out the door when I tried to abandon Atari..." But it was more than funny; it was eerie. I like the ST too much; I *love* the ST too much. It's not just a syrupy crush. The kind of love that I have is based on some cold, hard

realities. Those are the things I really want to tell you about. I know I am not going to change your mind. Only you can change it; nobody will ever do it for you.

The ST is not like a PC. It is a little like a Mac and a little like an Amiga. Let's start at the beginning.

PCs use 80x86 series CPU chips, either from Intel, their inventor, or from chip makers who have cloned the CPUs. All 80x86 chips must follow the same internal architecture of the first chip in the series, the 8088. The 8086 came shortly afterward, and was a big improvement, but the architecture requirements were the same. Instead of creating a new chip that didn't have the failings of the 8088, Intel decided to keep it compatible with the 8088. And that's been the story for every Intel PC chip since.

So what?

Well, for starters, those chips, even the 80486, address memory in a strange sort of way. They grab only 64K at a time. This is called a memory segment. If you have ever looked at the length of ".com" files -- the standard PC executable program, comparable to an ST ".tos" file -- you may have noticed something odd: None of them are more than 64K in length. They can never be longer than that. Not now, not in the future. That's because no PC, no matter how new or old, can address more than 64K of memory at once; it just can't, no matter what else has been done to make it fast or sleek.

You are surely noting that this is just **1/10th** of the memory limit that you are accustomed to hearing about in the PC world -- the 640K limit. Yes, a PC can only address 64K at a time; the 640K limit is the standard maximum for **all** the memory that can be addressed when the segments are pulled to and from RAM one at a time. This standard has been bent and massaged and altered by very clever programming, so that most modern DOS systems can now allow the CPU to address something like 700K or even more -- but only after a painful process or trial and error, to see what memory can be redistributed. It's something like the trial and error of rearranging your AUTO folder so that conflicts don't cause some programs to crash, only it's a lot harder, and much less reliable.

How, then, can a PC work with a program larger than 64K? It uses ".exe" files, which can be 600K or more in length. An ".exe" program tells the PC to load it 64K at a time. A nice workaround, yes. But it is a salient reminder that the processor can only see 64K segments, and that means that when memory is addressed, nothing can make that chunk of memory any larger. And this means that an 8 MHz PC, which has the same processor speed as a standard ST, is nowhere near as fast in actual memory access and execution. A 16-mHz ST is comparable to a 33-mHz PC; a 40-mHz SST (from Gadgets by Small) cannot be matched by any PC, even a 66-mHz clock-doubled Hewlett-Packard. The laws of physics tell us so, as do the benchmarks, because of the way the ST's Motorola chip works. It has a flat memory model, which is fancy talk for the way it addresses memory linearly. The ST can grab 4 megs at a time; the Falcon can grab 14 to 16 megs at a time.

You have heard about PCs with oodles of extra memory, no doubt. Mine has 2.5 megs of extra memory. Many have 4 megs or 8 megs or even more. PCs must have an 80286 or higher CPU to address that extra memory, unless they use a bank-switching technique pioneered by Apple in the Apple II

and used by Atari very effectively in the 130XE. (That's how my 130XE is able to make use of 576K of total memory.) This bank-switching on a PC is good for only one basic use -- a ramdisk -- unless you use DesqView, which shuffles programs into and out of those banks of memory, 16K at a time. (Yes, not even 64K at a time; because of an even greater limitation in the architecture than I have described so far, bank switching on a PC, even an 80486 running with 32 megs of extra memory, can only work 16K at a time -- the same amount of switched memory, by the way, that the 130XE pulls in and out when it switches banks.)

Windows cannot make use of that bank-switched memory, which is why Windows will not run adequately on an older PC. Windows must use what is called extended memory, which takes advantage of a property of the 80286 and higher CPUs enabling them to switch into a different operating mode so that they can reach up past the old limit of 640K (even this limit is not as simple as I have made it out so far, since the actual limit is 1 meg, but IBM put system ROM chips into the area above 640K, so without a lot of trickery a PC can't get past 640K; the real point is that there is no way for it to get past 1 meg at all without switching into that other mode).

That mode switching also takes processor time, and is yet another reason why a PC is not as fast as an ST in the way it works. But what really matters is the fact that the CPU cannot switch modes and still address that 640K of memory properly; it must switch into one mode and then switch back, many thousands of times a second ... unless, of course, the PC user forgoes the use of that extra memory for programs and uses it for a disk cache or ramdisk, which is basically what most of them do. Most PC programs are 640K-compatible programs that never have anything to do with extra memory, and it will always be that way. It cannot be any other way.

This, in turn, means that software that runs on PCs cannot work as smoothly as software that runs on any of the Motorola-chip machines (the ST, the TT, the Falcon, the Mac and the Amiga). It can't. Period. This is not theory. It just plain can't.

What about the Mac? Macs are getting cheaper, and that's good. But let's talk about how Macs work. First, Mac files have two parts -- a data fork and a resource fork. A Mac file isn't just in one place; it's in two. The Mac itself does its own housecleaning, so that when you drag a file to the trashcan, the Mac knows enough to delete both parts.

But that odd way of splitting up files (something Apple regrets, since it was completely unnecessary, and will not be repeated in any future Apple operating systems) gets in the way of normal operations; it makes many of the typical things the Mac does much slower, and it guarantees that life with a Mac will be dictated by the Mac and not by what you want to do with it. The Mac is not easy to use; it is, for someone who know how delightful an ST can be, exceptionally cumbersome.

But that's just the start. The Mac's operating system is not just on ROM chips as TOS is. It's in ROM and on a system disk. That system disk must be present at all times. (It's in the hard drive for HD-equipped Macs, but must be on a system floppy otherwise.) This is precisely the way PCs work. Except for some laptops and for Tandy's low-end PCs, all PCs have the OS on disk and in ROM. (DOS-in-ROM should have caught on when Atari showed how to do it, and how much of an advantage it was, but internal documents from Microsoft showed that it saw the ST as a serious competitor for Intel-based PCs, and it was not about to "copy" the ST's

way of doing things.)

Let's back up to point one. Since Mac files live in two places, and since the Mac (point two) has its OS on disk and in ROM, the Mac accesses its HD or its floppies constantly, just to do its normal work. The ST can run for months without accessing anything but memory -- the way computers should operate.

Macs also have very small screens, unless you pay a lot of money and buy one of the modular Macs.

The Amiga isn't a finished computer, and cannot be compared with the ST. It's a nice hack, but not a serious computer except for graphics.

So, what would you find as an ST user if you turned to a PC? A lot of software to choose from, and a very dull life. And a lot of configuration problems. And clunky daily use.

And the Mac? Expense or slowness; you have a choice.

Lee, this is a pivotal time for Atari. The Mega STe is perhaps one of the finest personal computers around, and it costs \$600 to \$700. Memory can be dropped in because it uses SIMMs; it can handle two modems at once (even three, if you aren't doing anything truly fancy with the third); it has stereo digital sound output; it offers 16- gray-scale monochrome (which the Mac can't do except for the high-priced models) and a 4,096-color palette (which the cheaper Macs can't come within 4,094 colors of matching); it even has a wonderful detached keyboard and a VME slot for any sort of add-on. And of course it now has a 1.44-meg floppy.

The Falcon is an unknown, but an exciting one. In its favor will also be an inexpensive price, along with amazing graphics.

This is also a pivotal time for Atari software. NeoDesk and TOS 2.06 both bring much of the Mac's desktop design to the ST (drag-and-drop from the desktop, a full range of installed applications, and more), and they make the ST more powerful than a Mac because they add full macro abilities (press an Fkey to run a program in NeoDesk, or to do that and more with TOS 2.06) that the Mac cannot have without add-ons.

Word-processing and desktop-publishing software on the ST is finally at the same plane as on the Mac, and much better than on the PC. Databases and spreadsheets are as good in most ways, better in others. And of course MIDI on the ST, TT (and, soon, Falcon) has no peer.

Even support is better in some vital ways on the ST. Sure, Atari eats swampwater, but so does Apple, and so do all the others. Just monitor the other areas of GENie and you'll see. ST users give each other more support than the users of any other computer; GENie has made it clear that its busiest support area has been the ST roundtable for many years. (Bob Brodie got more than 1,000 E-mail letters *alone* from GENie when he said he was reconsidering where to spend his on-line time.)

Is this a good time to leave the ST platform? Lee, in my opinion this is the best time to *stay* with the ST. I am sure I cannot change your mind, but I hope I've given you a good reason to think things over.

Al

Postscript: My friend left the ST world anyway. But perhaps he will come back....

From the Aladin ST RoundTable -

Category 6, Topic 1
Message 218 Sat Jun 13, 1992
NTACTONE [Ron Hunter] at 13:08 EDT

Well, maybe a little, at least to be cautious where mechanical things are concerned.

There are two kinds of cacheing, read cacheing, which is completely safe, as the data is ONLY read, and any writes go directly to the disk, and write cacheing, where the data is written to the cache (ram), and not written to the drive until that sector hasn't been updated for a while, or that ram space is needed for another sector.

There is quite a speed advantage to both, read and write cacheing, but the delay between writing the sector to ram and physically writing it to disk can cause problems if something unexpected, like power loss (happens a lot here), or a program lockup, or too fast pressing of the reset button, causes the rewritten data not to be written to the disk. If that data happens to be a directory, or FAT sector, data loss can occur.

I prefer not to take that chance, and use ONLY a read cache. The cache I use DOES have what is called 'write optimization', which means that if a write doesn't actually CHANGE a sector, the writing to disk is bypassed, and this is obviously quite safe.

From the Jerry Pournelle RoundTable. A discussion about Carpal Tunnel and other computer related health problems. Messages 1 - 40

E.WHITAKER1 - Does using a rolled-up towel at the base of the keyboard help?

B.NASH - I thought for all the world that I had ruined my wrists a couple of months ago, after a 48-hour stint at the keyboard to finish something over Memorial Day. About Wednesday or Thursday of that week, I couldn't sleep for the pain, and unable to muster the grip to turn a doorknob. The best wrist rest I found was a relatively flat one, made by Logitech, for about \$12.00. I would've paid many times that (at the time), for one that was heated.

DENNYA - ...I'm on the lookout for some kind of wristpad. I haven't had much trouble with hand pain since I started forcing myself to take breaks every few pages.

JERRYYP [Chaos Master] - Rolled up towels probably help. Adjusting posture helps more. But really, it's just typing. Mousing hurts me more than typing which is one reason I have been reluctant to change to a Windows word processor.

Most outfits will give you a 'wrist protector' as part of a promotion, if you like them. My arrangement is such that I don't use wrist rests

and don't like them much, but Niven does.

But really, it's just typing, and I have been doing that for a living for about 30 years now.

J.WELLS1 - By the way: There is a significant debate going on in the medical/legal community that carpal tunnel syndrome is the creation of worker comp attorneys who are working on the behalf of their "injured" employee plaintiffs.

Carpal Tunnel Syndrome resulting from typing or signing checks or so on may be a myth.

B.NASH - J.Wells, scoff if you will, but I am a former amateur boxer, lift weights, played baseball for 18 years, and can muster a grip well in excess of 200 pounds, but after programming for 12 years, and spending a 3-day weekend glued to a keyboard, cannot even turn a doorknob? Myth? Hardly!

GARY.UTTER - I personally have suffered from carpal tunnel syndrome since the 60's. At the time my doctor told me it was from doing a lot of heavy physical work with my hands, specifically, farming and auto mechanics. I have had lots of time to learn to deal with it, and at this point, for the most part, it has become so unconscious that I can't really describe what I do to avoid problems. I DO have problems, regardless, and 3 Indocin capsules over a 24 hour period are usually sufficient to take care of it.

Half the people I work with seem to be wearing braces and Ace bandages these days. Myself, I wonder if it has anything to do with the fact that we have had three people (so far) retire with permanent disability (at full pay) in the past two years on a claim of carpal tunnel (with supporting medical documentation).

D.JONES117 - Jerry, maybe you don't have a problem because you learned to type the correct way in school. I know that when I took typing the instructor was always telling me to keep my wrist straight and not let my elbows drag down my wrists. At home I rest my wrists on the desk, and the keyboard is less than an inch about the desk surface.

T.HOLSINGER - JerryP, the difference is that you work for yourself rather than other people <g>.

After punning that your financial motivation supposition is correct, here is my response as an attorney who does Workers Compensation representation.

The key is being able to set your own pace, take breaks when you feel like it, get up from the keyboard, fiddle with the relative positions of the keyboard, monitor and chair to find the most comfortable positions, etc. You as a self-employed person whose time is extremely valuable can take as much time, and spend as much money, as you want doing that because avoidance of long-term downtime is vital.

Secretaries and especially data entry clerks do not have those options. The cost of mitigation measures for any one individual is a significant fraction of the cost you would pay for equivalent measures (yours are much better, BTW), while the productivity loss from injury to any one low-paid relatively fungible worker is far lower than it would be for you.

This means that employers do not have the financial incentive you do to take adequate protective measures. Then throw in the institutional problems of managers letting low-level staff "waste" their time in non-productive activity such as carefully adjusting ergonomic factors at their workstations in a manner unique to each worker.

Also, Jerry, carpal tunnel syndrome is not limited to typing. It concerns most any repetitive activity involving the wrist. The local food-processing industry (Foster Farms, Con-Agra, etc.) is plagued with it.

DAEDWARDS [Don Edwards] - Medically, carpal tunnel syndrome is a very real thing. A bit of anatomy here:

The carpals are the wrist bones. (The metacarpals are the hand bones; there are equivalent sets, tarsals and metatarsals, at the end of your legs. Both finger and toe bones are phalanges.) There are seven of them in each wrist, arranged vaguely like this:

```
hand thumb
: :: /
wrist
```

However, if you were to remove the hand and look at the end, you would see that the bones are arranged something like this:

```
  _
 / \
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(Well, the typeface exaggerates it a bit.)

A sheath of ligament covers the open side, causing the arch to hold its shape. The area with the bones on three sides and the (non-stretchy) ligament on the other is the carpal tunnel.

In that tunnel run the tendons for whole-hand tilting and control of the index and middle finger; a couple blood vessels; and the major nerves for the hand (other than the thumb and little finger).

If the tendon in the tunnel develops tendinitis, it swells. Problem is: there is very little room for it to swell. But it swells anyway. Carpal tunnel syndrome officially occurs when the swelling is bad enough to constrict and damage the nerves. A roughly equally bad problem can occur if the swelling constricts the blood vessels.

Carpal tunnel syndrome (CTS) is very real, very painful. Believe it.

Now some comments on, why now?

Typewriters enforce a certain amount of variety. A person who types fast enough to have any risk of developing CTS thereby, simply cannot type nonstop for hours at a time on a typewriter: he'll have to put in new paper several times.

Even with PCs, though, there is a lot of variety in how people approach the thing. I know a number of people who figure that if they can reach the keyboard and see the screen, it is good enough; others pay attention to their body. I used to be that way myself. Some people work for hours straight; others automatically take breaks every few minutes with their hands away from the keyboard. (Either a recognizable break, or doing

some other work, or "think time"; the wrists can't tell the difference.) Paying attention to your body, and responding to what it tells you, is sufficient to prevent 99% of CTS cases. The problem is that "responding to what it tells you" may involve new furniture, a new keyboard,... in other words, money the boss may not be willing to spend (money the boss may not HAVE).

Let's put it in money terms.

A wrist rest, a good one, costs about \$15. A foot rest, about \$25? A table too low can be raised by putting cheap, short pieces of wood under the legs; or a platform can be put on top of the table, which is a bit more expensive but probably safer. The extreme case, a new ergonomic keyboard - the one my employer is looking at lists for \$690.

On the other side: a day off work, on sick leave or disability pay, probably costs about 200% of straight pay, minimum. (That's loss of your work, plus the pay you collect. Depending on what you do and how good you are at it, the loss could be far higher.) I have missed 3 days due to tendinitis in my wrists; a lady I work with has missed a total of over 7 months due to CTS.

The test they do on your nerves, to determine if you have CTS, costs about \$700. Plus you will have at least one medical appointment before the test, and at least one medical appointment after the test. I have had this test once; the lady I mentioned has had it four times. (It is a PAINFUL test involving running electricity through the nerves in your arm and hand. If you are lucky and get a really good doctor to do the test, the pain comes in about 5-millisecond bursts; if the doctor is not so good, the bursts are about a second each. I had a good doctor, and I told him he could quit because I'd confess to anything. The lady mentioned above is my source for the longer figure. Even with a good doctor, before he is half done you will be willing to confess to anything if he will just quit.)

Prescription pain killers will also be covered by industrial insurance. They aren't exactly inexpensive.

So, clearly, the industrial insurance fund is money ahead to take serious preventive measures early on. This is where the employees of self-insured companies may have an advantage: either way, it all comes out of the employer's pocket.

What are some preventive measures?

People who spend hours in a row at the keyboard, like I do, should not bother fixing only one problem unless that's all they CAN fix. Whole books have been written on the subject of work-area design. I'll try to give a quick rundown - but it won't be short.

Start with the chair. It should be set high enough that your feet can sit comfortably flat on the floor directly beneath your knees or slightly forward. Sit far enough forward that the front of the chair doesn't quite touch the back of your lower legs, and adjust the back so that your back is straight and you are leaning backward very slightly. If your chair won't accommodate this, look for a different chair. (Those weird-looking "chairs" that consist of a couple of tilted pads are very good for sore backs but hell on sore knees. I know this from personal experience.)

Put the keyboard on the table or desk in front of you. Scoot yourself up so that you can reach it comfortably with your arms and hands in an "L" shape - right angle at the elbow, wrists straight or VERY slightly bent upward, upper arms vertical. If the table is too low: adjust it upward; put a platform under the keyboard; put something under the table legs; get a new table. Or if it is too high: adjust it downward; get a new table; raise your chair and get a footrest.

Take another look at your arms, with your fingers on the home row. There is a good chance that your hands are in front of your neck; if so, your wrists are bent to the side at a horrible angle. Time to look for a replacement keyboard. A WIDER replacement keyboard. The ideal is that your hands should be in front of your shoulders, but that probably cannot be done with a standard keyboard. (Some ergonomic keyboards allow for separation of the keyboard halves; don't buy without reading further because I have more about keyboards later.)

Stop by a medical supply place or a pharmacy, or a friend who wears wrist braces while using the keyboard. Check the splints in the wrist braces; see how your wrist is bent while wearing them. That is the MOST you want your wrist bent. Now go back to your keyboard and sit down; put your fingers on the home row and drop your arms until the wrist or palm is resting on the surface beneath. Is your wrist bent more than the splint indicated? If so, get a wrist rest. Whatever supports the wrist comfortably at an acceptable angle will do; soft wood might be ok or you may want a bit of padding.

Now here's where a mouse is really useful. Move away from the keyboard and lay one hand on the table as if you were using an imaginary keyboard. Do the same with the other hand EXCEPT put the edge of the mouse under the base of your thumb, so that your hand is at an angle to the table. Sit like that until you can definitely say which hand is more comfortable. Bet it's the one with the mouse under it. You want a keyboard that will let you tilt your hands at least a bit like that. If you can't find one that gets serious about it, a passable substitute is to raise the right side of the keyboard by maybe a quarter inch. (I suspect that left-handers would do better to raise the left side.)

Now let's get the screen at the right height. I assume you work directly on the screen (as opposed to copying from a paper source). The front of the screen should be vertical, and some part of it should be at eye level. Experts say the top of the screen; I prefer a point about 1/4 of the screen height lower. (If you have bifocals, this won't work. Put the screen at a height where you can see it and tilted so that it is at a right angle to your line of sight. Or maybe get a set of single-prescription glasses for terminal work.)

Now look at the overall lighting level. You don't want a whole lot of light for looking at the screen; turn down the lights. But you do want a fair amount of light for looking at other things, so get a little desk lamp. One good place to put it is directly on top of your monitor, shining down so that it forms a "curtain of light" directly in front of the screen WITHOUT shining either into your eyes or onto the screen. Once the light is adjusted, you may want to adjust the brightness of the screen.

And finally, check for glare on the screen. Glare can variously be fixed by closing curtains, moving the computer, minor changes in screen angle, light shades, anti-glare screens... but it can make portions of a screen impossible to read.

Computer WARS???

Take Your Best Shot! Here's your chance to boast about your favorite
computer system, whether it is a Timex/Sinclair or
a Cray Supercomputer or something inbetween. Plus, you can win GENie
online credit time! How? Simple. All you have to do is to convince me
why you think I should upgrade to your computer system. Or if you are
an Atari STer, why you think I should stay with the Atari ST.

1st Place.....	\$150.00	worth of GENie credit.
2nd Place.....	\$60.00	worth of GENie credit.
3rd Place.....	\$25.00	worth of GENie credit.
Honorary Mention.....	\$12.00(*)	

- o The contest is open to all GENie members. (If you are not a GENie member, maybe now is the time to join!) GENieLamp staff writers and GENie employees/contractors are welcomed to submit articles, but are not eligible for prizes.
- o Contest entries are to be 500 words or less and in ASCII format. At the top of your article, be sure to include your name and your GEmail address.
- o Deadline for submissions is no later then midnight, August 15, 1992.
- o When you are ready, you can upload your entry to the temporary

library #8 in the GENieLamp RoundTable (M515;3).

- o All entries become the property of GENieLamp Online Magazine.
- o Entries will be judged by the GENieLamp Editors, Co-editors and Columnists. Judges decisions are final.

So what'cha you waiting for? This is an easy contest! You're writing about something you love, your computer system. Boot up that word processor and fire the first shot!

+++++

Anyone want to give it a shot???

John GENieLamp ST Co-Editor

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> CODEHEAD INFO STR InfoFile
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Prices and Version Numbers

CODEHEAD TECHNOLOGIES
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Prices and Version Numbers: Tuesday, July 14, 1992

UTILITIES	VERSION	MANUAL	RELEASE NOTES	PRICE	UPGRADE
HotWire	3.0	1.3	2.3	\$44.95	\$10.00
MaxiFile III	3.0	2.0	3.0 Addendum	\$44.95	\$15.00
HotWire Plus (includes Maxifile)				\$69.95	\$20.00
MultiDesk Deluxe	3.4a	3.0		\$49.95	\$20.00 + \$3 S/H
CodeKeys	1.3	1.1		\$39.95	\$10.00
LookIt & PopIt	1.2/1.1	1.0		\$39.95	\$10.00
G+Plus	1.5	1.2		\$34.95	\$10.00
CodeHead Utilities	4		Release 3 & 4	\$34.95	\$10.00
MidiMax	1.3	1.0		\$49.95	\$10.00
MIDI Spy	1.0	1.0		\$79.95	
Warp 9	3.61	3.61		\$44.95	\$20.00 + \$3 S/H

CALLIGRAPHER WORD PROCESSOR	PRICE
Professional	\$175.00
Gold	250.00
Gold Extension	100.00
URW Font Disks (64 choices)	34.95

GRAPHIC TOOLS

Avant Vector (with EPS)	\$545.00
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Avant Plot	\$895.00
Genus Font Editor	\$175.00
MegaPaint Professional 4.0	\$175.00
Cherry Font Packs	\$42.95

HARDWARE

TOS Extension Card	\$139.00
TOS Ext. Card - CPU or BUS Bridge	\$155.00
TOS Chip Set	\$60.00

TERMS

Check, Money Order, Mastercard, Visa, and American Express are accepted. Basic shipping charges are \$3.00 to addresses in the US, \$4.00 to Canada, and \$6.00 to Europe. Some packages, such as Avant Vector and MegaPaint require higher shipping charges. Please call for exact rates.

UPGRADE POLICY

MaxiFile updates are \$15.00, which includes a 67-page manual addendum. MultiDesk updates (to MultiDesk Deluxe) are \$20.00 plus \$3 shipping, which includes a new manual in a three-ring binder. Warp 9 upgrades are \$20.00. Send in your original Quick ST disk or a Turbo ST disk (any version). Updates to previous versions of MegaPaint are \$100.00. All other updates are \$10.00 each plus \$5.00 extra if a new manual is required. If you are updating HotWire and have the old red and black manual, you'll need a new manual. To order any update, send us your original disk plus the appropriate payment. Order are usually filled the same day they are received.

> ISD NEWS STR InfoFile ISD announces SL upgrade & Name Change

THE LATEST ISD CUSTOMER MAILOUT WITH A TWIST!
 =====

July 9, 1992
 Toronto, Ontario, Canada

from Nathan Potechin

THE FUTURE

Since 1986, ISD Marketing, Inc. has played a vital role in the Atari community. It has been my pride and pleasure to be President of ISD since January 1987.

In order to place a stronger emphasis on what has become the main activity of ISD - the Calamus SL product line - we have restructured to better address the needs of our many Calamus customers.

Our strong and continuing commitment to the entire Atari community has resulted in the formation of DMC Publishing, Inc.

"It gives me great pleasure to announce the
formation of DMC Publishing, Inc.."

As president, it will be my mandate to continue to establish the Calamus alternative in the desktop publishing arena throughout North America. We will continue our role as publisher, providing the very best product support of which we are capable. We will also act as an OEM Reseller and Value Added Reseller (VAR) both for ourselves and to assist others to do the same.

If you had the opportunity to walk into our offices today, you'd be faced with everything from a 1040 ST to a Mega ST4 (running on a 68030 at 40 MHz) to a fully-loaded TT, with 36 meg RAM, (using the GE Soft RAM expansion board), the Cybercube 24 bit-color card, a 760 meg Micropolis SCSI hard drive, a 17" hi-res MAG Monitor, both an HP Deskjet500C and Spectrastar thermal transfer color printer for color proofing, an SLM605 for black and white proofing, an Ultrasetter Imagesetter (from 400 to 3000 dpi on typesetter film or paper) and an Eskofot Film Developer.

FOCOLTONE

We are also proud to announce that we are the North American representative for Focoltone Ltd., a U.K. firm which has developed and released a complete Color Matching System that has already become famous for the precision of its end result.

Focoltone modules are available on both the Mac and IBM and are, in fact, supplied with such products as Quark Xpress, Adobe Illustrator and Ventura Publishing.

We are proud to announce that the Focoltone color tables are now available as a module for Calamus SL at no additional charge!

The Focoltone Color System provides the first and most advanced process color tint system for the design and print industry since 1929. It's a quick and simple system that brings together the specifier, repro-house and printer into a partnership that ensures the prepress proof and finished printed work will match.

The Focoltone Color System includes a 763 color Swatch Book, a set of 16 Color Charts with process color specifications, a Color Specifier Chip Book with 5 swatches of each color perforated for error free communication, or a set of 16 Color Charts on newsprint. A complete kit is available.

If you want more information on the complete Focoltone Color System,

please ask. Complete product literature is available.

Calamus SL

We are really pleased with the response to Calamus SL so far. In fact, the number of people that took advantage of the original upgrade offer far exceeded our initial expectations. Thank you!

As anticipated, the new modular design, has become the center of a powerful and ever-expanding universe of DTP tools.

Many of the features previously inactive are now up and running as they should. As of July 1992, we have an update for Calamus SL.

Note: while there will be NO CHARGE for the update from SL to SL, there is a fee of \$10.00 applied to cover shipping and insurance.

As a Calamus SL owner, you will be able to purchase modules to suit your specific needs. Development continues on many additional modules, 3 more of which are now available: Dataformer, Brush, and Mount.

WYNIWYG

"What You Need Is What You Get"

DMC brings "WYNIWYG" to desktop publishing. The modular concept means that you purchase exactly what you need today, with the knowledge that additional modules are available when you require them. Your choice is now easier and more economical, since you will be purchasing specialized modules, rather than entire packages.

We believe that you will enjoy working with Calamus SL, not only because of its new power, but because of its similarity to Calamus 1.09N. The skills you have already developed are applicable in SL and your productivity will increase.

The basic Calamus SL upgrade package contains:

- * A 600 page manual.
- * three program disks

and twelve standard modules:

- * Clipboard Module
- * Page Module
- * Frame Module
- * Text Module
- * Text Style Module
- * Line Module
- * Raster Area Module
- * Document Converter
- * System Parameters Module
- * PKSWrite Module
- * Raster Generator Module
- * Focoltone Module

Calamus SL contains dozens of new features and powerful enhancements from Calamus 1.09 as follows:

- * Above all else, the ability to accept modules, internal or third party.

- * The ability to process and preprocess large passages of text with speed and precision.
- * Extended raster control with freely definable raster angles and widths. Intensity and contrast can now be corrected, while an integral histogram allows you to optimize an image for your output device.
- * The PKS-Write Module provides standard wordprocessing functions plus the ability to edit layout information.
- * The addition of Cache and Virtual Memory speeds up and extends memory-dependent functions.
- * Create hundreds of macros, each assigned to a definable key binding which can be saved and automatically installed in each work session.
- * Open up to seven documents at a time. Cut & paste to our new scrolling clipboard.
- * Create and assign master pages (style sheets).
- * Create and save text style lists.
- * Expand, compress and skew text.
- * Rotate and mirror frames.
- * Control frame placement and size to (7) seven decimal places.
- * Print parts of pages (tiling).
- * Define more than 16 million colors and save in color lists.
- * Set units of measurement for pages, fonts and lines.
- * Choose from three frame display modes: Transparent, Opaque and Inverted.
- * Align frames to other frames.
- * Define vertical alignment settings.
- * Currently, more than a dozen modules and scores of drivers are available for use with Calamus SL. We will publicize the availability of new modules, drivers and upgrades through our normal Customer Support channels, as well as through periodic mailings to our registered users.
- * The upgrade charge to our Registered 1.09N customers remains at US \$200.00 or \$229.00 CDN. This includes the new manual, program and modules as indicated above.

MORE MODULES

We now have six additional modules available for separate purchase as part of our decision to offer you "WYNIWYG": Speed Line (Autotracer) Module, Color Separation Module, Vector Graphic Editor Module, Dataformer Raster and Vector Modules, Brush Module and the Mount Module.

SPEED LINE AUTOTRACER

Speed Line brings monochrome Autotracing to Calamus, converting illustrations to vector graphics. It automatically creates vectors, utilizing Bezier curves, lines and areas. The simplified user interface offers several optimizing functions to enable you to define line, angle and pixel correction together with conversion options for Bezier curves and line art. The Speed Line Autotracer converts a raster graphic to a vector graphic within seconds. This can then be modified by any of the existing Calamus drawings tools, particularly those contained in the Vector Graphic module or Outline Art. Your cost is US \$50.00 or \$60.00

CDN.

COLOR SEPARATION

Our color separation module allows you to define separation filters, including the definition of undercolor removal UCR and adornment (spot color). This module allows the use of CYMK, CMY and IHS models, as well as the capability to support new models such as FOCOLTONE, now available. You will require this module to generate 4 color separations. Your cost is US \$50.00, \$60.00 CDN.

VECTOR GRAPHIC MODULE

Our Vector Graphic Module allows the creation and editing of monochrome or color vector graphics, editing of polylines for irregular text flow and much much more. I have enclosed a few snap shots of the many features. This is the perfect internal tool for editing autotraced graphics. You can join sub-paths, distort and freely rotate all elements or even apply different colors to every vector graphic part. Your cost for this module is US \$100.00 or \$120.00 CDN.

DATAFORMER

The long-awaited DATAFORMER module comes in two parts - DATAFORMER RASTER and DATAFORMER VECTOR. As the name implies, each part works on the respective type of frames. The essential use of Dataformer is to convert Calamus graphic frames or pages to other file formats for export.

DATAFORMER RASTER will export to Degas (PI?), Doodle (PIC), NeoChrome (NEO), STAD (PAC), GEM Image (IMG), Enhanced Simplex (ESM), Block (BLK), PC Paintbrush (PCX), IFFILBM (IFF), TIFF (TIF), Targa (TGA), Calamus (CRG), and GIF87a (GIF).

DATAFORMER VECTOR will export to Calamus (CVG), GEM Metafile (GEM), Autocad (DXF), HPGL Plotfile (PLT), Encapsulated PostScript (EPS) and PostScript (PS).

DATAFORMER has an array of options that are specific to each export file type. In all formats the output can be frame or full page size. The graphic can be exported according to the original size or according to user defined size including A5, A4, A3, B5.

In some file formats, there are choices of saving with Color, Grayscale or Monochrome; in others you can specify ALL or STANDARD (VDI) colors and FILLED or OUTLINED fill patterns.

There are also options to save 1-, 4- and 8- bit grayscale or 8- and 24- bit color.

For PostScript files, the options include FILLED or EMPTY fills and you may choose to save an image with the file. For EPS you may choose to attach a TIFF with the converted file. Your cost is US \$100.00 or \$120.00 CDN.

MOUNT

MOUNT is a newcomer to the array of Calamus SL modules. MOUNT allows the user to print more than one page on each sheet of printed paper. Paper sizes must be two or four times the size of the working page format. For example, if you are working on half size pages (5.5 x 8.5) you could use

MOUNT to print two pages on each piece of letter size paper. You can also print multiple copies.

The MOUNT module is "smart". It can collate and mount your pages automatically. For example, a 12 page booklet (half size pages) can be printed in camera ready order: 1/12, 2/11, 3/10, 4/9, 5/8, 6/7, thus eliminating the need to paste up your work. You can also choose to print consecutive pages or multiple pages on the printed page. The costs is US \$50.00 or \$60.00 CDN.

BRUSH

The BRUSH Module is a raster graphics editor that looks and works like any of the basic external modules. It has two command groups - the first allows you to select from a palette of 20 brush sizes and shapes, including one that is variable. The second command group accesses the same color table that is available in the other modules. This means you can now color your raster graphics!

To use BRUSH, you must have a raster graphics frame selected. The frame must contain data from one of the Calamus import formats - IMG, STAD, NEO, PI?, PC?, RAW, CRG, CRD. Your cost is US \$30.00 or \$35.00 CDN.

If you have not already done so, place your upgrade order to Calamus SL today; and order any additional modules that you may require. If you already own Calamus SL, thank you. The three new modules now available are only the beginning. Hundreds of modules remain in development at this time.

Note: All prices are subject to change without notice.

	PRICES	US	CDN
Upgrade to Calamus SL from 1.09N		200.00	229.00
Upgrade to Calamus SL from 1.09x		230.00	260.00
Update to Calamus SL 07/92 from SL 02/92		0.00	0.00
USER to USER TIPS on 4 diskettes		20.00	24.00
Vector Graphic Module		100.00	120.00
Speed Line Autotrace Module		50.00	60.00
Color Separation Module		50.00	60.00
Brush Module		30.00	35.00
Mount Module		50.00	60.00
Dataformer Raster & Vector Module		100.00	120.00
The Guide to Calamus Desktop Publishing		30.00	35.00
Outline Art PROMOTION		100.00	120.00
The Calamus Font Editor PROMOTION		50.00	60.00
Focoltone Color Swatch Book		79.00	95.00
Focoltone Set of 16 Color Charts		169.00	200.00
Focoltone Color Specifier Chip Book		200.00	240.00
Fast Technology's 40 mhz TURBO 030		1495.00	1695.00

Vector Graphic Clip Art Library	CLEARANCE	30.00	35.00
MasterPlan	CLEARANCE	20.00	24.00
VIP Professional	CLEARANCE	30.00	35.00
STAccounts	CLEARANCE	20.00	24.00
ACCounts 2.0	CLEARANCE	50.00	60.00

Note: There will be a charge of \$10.00 for shipping and insurance on all shipments.

DMC Publishing,
2800 John St., Suite 10
Markham, Ontario.
L3R 0E2

TEL 416-479-1880
FAX 416-479-1822

> STReport CONFIDENTIAL "Rumors Tidbits Predictions Observations Tips"
"*****"

- Columbus, OH COMPUSERVE MEMBERS URGED TO FIGHT "MODEM FEE"

(16-Jul-92) A commissioner with the U.S. Federal Communications Commission (FCC) recently stated that the FCC may again examine the possibility of imposing "modem fees" for information service companies. Observers have said the fees could drive up telephone line costs to information services companies by as much as 300 percent, some or all of which online service members would likely bear.

CompuServe again needs your help in fighting any proposed cost increase so that online services can grow and remain affordable. The ramifications of the FCC's possible action is explained online (GO FCC). This area is free of connect charges.

CompuServe asks that you send a letter to the FCC in opposition to modem fees and also to write to certain U.S. Senators to encourage legislation that would require the FCC to allow CompuServe and other information services companies to use new and more efficient technologies without being subjected to higher telephone line access charges. Also, please copy Congressman Edward Markey of Massachusetts, Chairman of the House Telecommunications Subcommittee. In 1987, a similar letter writing campaign by online services users helped prevent increased access charges from being implemented.

The GO FCC area lists the names and address of FCC commissioners and U.S. Senators to whom you should write. Or, CompuServe will soon make available an FCCgram you can send electronically for 29 cents to the FCC and Senators. (Composing online is free.) A sample message is provided. CompuServe is subsidizing this low 29-cent rate. GO TELECOM to read more about this issue in the Regulatory Affairs section of the Telecommunications Forum. Your support of affordable information services is deeply appreciated.

REVOLVING DOOR GOING STRONG!

According to our sources, Larry Segal and Dana Plotkin are no longer part of the LYNX division in Lombard IL. The Lynx, a highly successful handheld game machine is one of Atari's best selling products. Also its reported the operation of the Lynx division will be brought back to Sunnyvale and placed under the capable guidance of B. Stollar. Additionally, the twenty two some odd programers for the Lynx who are based in Lomard, were informed their job were secure.

MR. SMITH GOES TO ATARI!

At the same time as the Lynx story was breaking for us, another of our sources informed us of Ron Smith's coming on board at Atari. Smith whose marketing and management skills expertise are very desirable at Atari is reported to have a one year contract (non-interference). Lotsa luck to you Mr. Smith!

ATARI & EPYX FACE OFF

Sketchy rumors are filtering in there may be another lawsuit in the works... for approx six million dollars. The rumors abound that Atari is suing the principals at Epyx.

|| || || || || || || || || || || || ||

"...a place for the readers to be heard"

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STReport's MailBag
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from CIS

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Sb: #66643-Calif. IOUs
Fm: Greg Wageman 74016,352
To: John Townsend @ Atari 70007,1135
```

John,

I think my sense-of-humor gland was seriously depleted when I wrote that message to you. It was late, the check was in the mail... what more can I say?

I was trying to make a couple of points, but in a fairly lighthearted way. Like for example, your company (Atari Corp.) can only continue to pay you while they have revenue, and revenue comes from sales mostly. Support for your users is good, particularly if those users are generating more sales, but if they're not, the company should be looking toward other ways to spend its money to generate more sales and therefore more revenue...

I'm sorry to be giving a basic lesson in economics to those of you here who know all this too well, but it seems to me that, to quote Sidney Greenstreet in the "Maltese Falcon", "in the heat of action, men are likely to forget where their best interests lie."

I can only speak for myself, in the end. I just sent in my check and got my developer docs. I am planning to get a TT very soon. I am not on any network, currently, except CIS. In the past I have been on BIX, GENie and Usenet. I could still have access to these if I chose, but I have settled on CIS... If Atari Corp. "officially" abandons CIS, I might just have to "officially" abandon Atari. Quid pro quo.

-Greg

#: 66762 S17/Community Square
09-Jul-92 08:19:28
Sb: #66758-Ancestors
Fm: Atari Advantage magazine 70007,3615
To: STReport - Ralph 70007,4454

Ralph,

I just got your ABCO catalog the other day ... its done very nicely. I like the support services information you had like GENie, CIS, and the print magazines too. About 2 years ago I bought my Syquest (44meg) from you and it is still running perfectly.

-- Albert Dayes @ Atari Advantage magazine

#: 66920 S1/Forum Business
12-Jul-92 15:30:20
Sb: #65359-Online support survey
Fm: Ron Berinstein 76645,1766
To: SYSOP*Ron Luks 76703,254

Ron, it is my opinion that Atari be represented by a qualified spokesperson on every forem that has demonstrated their desire to promote the Atari platform and assist users of that platform.

"C" hence would be my vote.

A forem like Compuserve that serves the world as well as the U.S. must be recognized, supported, sustained, and promoted!

Ron Berinstein

From GENie

Item 5558192 92/07/12 17:10

From: Requested Name be withheld

To: ST-REPORT R.F. Mariano

Sub: BTW

Ralph,

I've re-activated my CIS account. Starting with the next issue of ST Report (once I get my new password), I will be DL'ing it from there, not here. It's not much, but it will be my blow for Freedom of the Press.

From the FNET

Conf : STReport Online
Msg# : 20946/20959 Lines: Extended Read: 2
Sent : Jul 09, 1992 at 6:01 PM
Recv : Jul 09, 1992
To : Gerry Mon @Fnet 504
From : Steve Taylor
Subj : Re: Wars

In a message of <07 Jul 92 08:49:00>, Gerry Mon @Fnet 504 (100:2/0) writes:

>> Previously Spider-man wrote:
>>
>> As the Director of Communications for Atari Corp. don't you think that

>> B owes it to Atari and to Atari's users to be unbiased and even-handed

>> in treatment of various software developers. It's not as though
>> Atari
>> I never understood this "unbiased" argument. I feel that this is
>> impossible. We are all human and we all have biases. All businesses
>> form partnerships with other businesses.
>>
>> Finally, this is America. I would like to think that Bob Brodie is
>> entitled to having personal preferences in certain third party
>> software.

Well sure, Bob Brodie is entitled to his *personal* preferences but when he uses Atari Corp. to bolster his biases it does not leave them a great deal of credibility. Not everybody can get free TTs, laser printers, Falcons etc. but it seems like a bit more than chance is involved. Finally, this is the UK and it affects us here as well when this sort of bias has a negative effect on the Atari community of which we are all part.

Ridiculous favouritism is no way to run a successful company...

ATB, Steve.

* Origin: Steve Taylor's Point on <<<InterNet>>> (100:100/0.11)

Conf : STReport Online
Msg# : 21001/21011 Lines: Extended Read: 1
Sent : Jul 12, 1992 at 12:38 PM
To : Gerry Mon
From : Frank Sereno at Fnet Node 557, Software Syndicate elk grove,I
Subj : WARS

GM>I don't understand your argument. Are you saying that there would be
GM>no controversy if Atari decided to buy a bunch of FoReM packages and
GM>bundled it with every ST sold?

GM>I'm sure that the FoReM guys would rather have Atari do this than
GM>just using their software for their BBS.
Hmm, maybe this will be Brodie's next move in the war against ///Turbo.
Hey, I am sure that other DTP companies are very unhappy about the fact
that Atari pushes Calamus and Pagestream but they don't have anyone
participating in Fnet.

GM>What Bob had said was that the Lombard guys felt "it was a pain in
GM>the butt to get support for Turbo" and that they were surprised at
GM>how much better support came from the FoReM people.

GM>Given the fact that it was an unregistered shareware version of Turbo
GM>now explains why the Lombard guys might have gotten poor support.

To tell you my opinion, I don't think the people in Lombard ever tried
to contact Bob or John Miller. I played around with ///Turbo v1.0 and
sent John several Fnet-mail letters and he answered all of them. I
never did register the package because my modem has carrier detect
problem and ///Turbo kept thinking someone had called the bbs, but John
was very helpful.

GM>The important thing is that I feel Bob Brodie was telling the truth
GM>but that he used very poor judgement. So he's human. Everybody
GM>makes mistakes. I say, let it past.

Everybody makes mistakes but why is he still playing games locking out
nodes, etc.? I have met Mr. Brodie a couple of times, I have seen him
conduct his business at shows and on the nets and I am less than
impressed. He comes across as a pompous and self-serving man. Shoot, I
remember all the controversy in the anti-piracy conference about the
Atari student discount program. At the Chicago Atarifest, a college
student asked him about discounts and Bob brushed him off by telling him
to see Don Bahr of CompuSeller West. Problem was that Don had NEVER
been informed of any student discount program. I had to get the
information for Don via the Anti-piracy conference as Mr. Brodie
insulted that user as he (the user) complained in that conference. Of
course, Bob could have taken that all to e-mail, but he felt it more
important to insult that user as illiterate on a national echo.

Something is definitely wrong with Atari when they can't communicate
with respected and nationally recognized dealers about various programs
such as student discounts. I don't know if that is part of Mr. Brodie's
job or not, but it should be SOMEBODY's! I see that professionalism is

very lacking at Atari.

* SLMR 2.0 * It's the end of the world as we know it and I feel fine
From GENie's ST RT
Category 15, Topic 6
Message 95 Sat Jul 11, 1992
J.D.BARNES [J.D.] at 08:13 EDT

While Daralh may not be free to discuss flags and the like, the rest of us are certainly free to speculate.

Free flags serve a valuable purpose by allowing the managers of an information service to allow dedicated workers in the community the freedom to explore a service, to stimulate discussion, and to provide an opportunity to synthesize the available data into other, perhaps more useful forms. They also contain the seeds of their own corruption.

It is easy for the holder of a free flag to abuse it by engaging in diatribes against others on the service. I have seen a number of instances of this from quarters other than ST-REPORT. Those who have to pay to post their views tend to be more considered in their postings.

The managers of the service also find themselves at risk when they are tempted to yank a free flag because the holder takes positions that are unpopular or "politically incorrect". As proprietors of commercial enterprises the managers of the service are free, indeed they are obligated, to protect themselves and their superiors from damage arising out of indiscriminate slanders. This is a fine and dangerous line to walk. The legal system has made it difficult for a public personage to sustain charges of malicious intent arising out of the spoken or written word. It is however, possible to demonstrate that allegations are patently untrue and that such allegations were known to be false and were made with intent to do damage.

Over the years I have observed that ST Reports' revelations have often caused a great deal of pain, but that for all the shouting, there was almost never any proof that the substance was false. Free speech brings with it a certain amount of pain.

If, in the final analysis, Ralph's free flag is yanked, I am sure that his supporters will find the wherewithal to carry on the cause of independent thought, careful research, and penetrating analysis. If some elements in the online community find that their best interests are not served by supporting this activity from its own resources, so be it.

The Atari community seems to be undergoing a sort of information implosion these days. The absorption of Z-Net into AE Online, the failure of several glossy ST magazines, and the fissioning of ST Informer are merely the most obvious examples.

If anything those independent voices that remain deserve more support rather than less. The independent forums generate fresher ideas than do the controlled ones. There is a great deal of value in analyses of events seen through glasses that lack a rosy tint.

From what Ralph has said we can expect to keep on seeing ST Report here on GENie. One suspects that the absence of a free flag may give them a new esprit d corps and enhance their independence.

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... a wise old man

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